

DELUXEVIDEO™

POST PRODUCTION KIT™

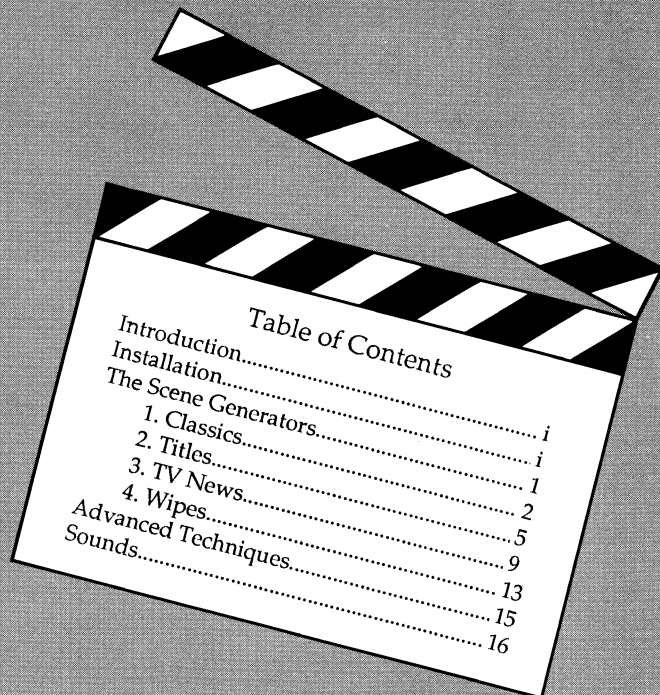


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INTRODUCTION



The **DeluxeVideo Post Production Kit (PPK)** contains video images in a form you can use in your own **DeluxeVideo** productions. You can use them as part of your computer videos, record them onto video tape, or use them with a Genlock to add a personal touch to your home videos. The disk holds eight pictures, eighteen objects, three audience sound effects, and eight pieces of music with seven new musical instruments. All these parts are automatically assembled into scenes through four new scene generators. By installing the parts and scene generators onto your **DeluxeVideo Maker** disk (see installation instructions below), you will be able to create impressive video routines just by entering the data into the requester. To get an idea of the kinds of things you can do, play the sample video called **Classics** in the video drawer.

Also on the disk is Version 1.1 of **VidCheck**. This is an improvement over the original **VidCheck**, so you should remove the old version and replace it with this one.

INSTALLATION

The **PPK** disk is not copy protected, so before you do anything, make a copy of it and put the original in a safe place. Then follow these instructions:

Boot a copy of your **Maker** disk in **df0:**, insert your fresh copy of the **PPK** disk in **df1:**, and then double-click the **Install** icon. Install copies four scene generators from the "generators" drawer on the **PPK** disk to the "libs" drawer on your **Maker** disk. If you have only one disk drive, boot your **Maker** disk, insert your **PPK** in **df0:**, click **Install** and follow the on screen instructions.

You may not be able to copy all the scene generators successfully if your **Maker** disk is nearly full. If this should happen, you will need to make room on your **Maker** disk. Remove any parts or videos on your **Maker** disk that you no longer need. You can copy them onto a data disk if you don't want to discard them altogether.

After you have run **Install**, you can make more room on the **PPK** disk (the copy, not the original) by deleting what you no longer need. Delete **Install**, **VidCheck**, and the **Generators** drawer from the copy, leaving you with a data disk of new pictures, objects, sound effects, music and instruments.

THE SCENE GENERATORS

To use your new scene generators, you first need to load them into memory. Boot the Maker and select "Load Scene Generators" from the "Scenes" menu. DeluxeVideo looks on the boot disk in the libs drawer and loads the scene generators located there. After the Maker loads the scene generators, open the "Scenes" menu again to see them listed. You will find the following new menus and sub-menus:

Classics

- DeluxeVideo
- Pinnacle
- Liberty Pictures
- Amazing Videos
- Twinkle Zone
- Amiga Vice
- In Color & Stereo

Titles

- Theater
- Marquee
- Flashy Text
- Blimp
- Silent Movie
- Fading Text

TV News

- News Intro
- Sports Scores
- Current Weather
- Extended Forecast

Wipes

- Flames
- Spiral
- Random
- ZigZag

To use a scene generator, select an empty scene in the Video Script and then choose one of the scene generator options. The scene generator then looks in the video for the Objects and Pictures that it needs. If it can't find the required parts in the video, it will prompt you with the names of the ones it needs. To load the required parts, go to the Parts menu and select Object or Picture (as appropriate) to bring up the requester. The requester shows those parts that are on the disk ("On Disk") and those that are already in the video ("In Video"). If a required part is not In Video, click its name in the On Disk column of the requester to load it into the video.

1. CLASSICS

The **Classics** are parodies of familiar television and film titles. These are best used as the first scene in a video, to grab the viewer's attention. Each **Classic** has a companion music track that you can play simultaneously. In some cases, the music lasts longer than the scene so you can follow it with an introductory title or credit.

DeluxeVideo

Picture Required: DeluxeVideo

Optional Music: Twentieth with Trumpet and DrumKit

The picture fades in and two searchlights appear. The searchlights pan across the sky, after which the foreground and background fade away.

WARNING: When running the Maker after playing a scene that fades away, the Video Screen may appear blank the first time you view it. If this should happen, switch to the Workbench screen by clicking the mouse where you would expect the "to-back" button to be. Then choose Clear from the Edit Menu to restore the colors.

Pinnacle

Picture Required: Pinnacle

Objects Required: PinCloud, PinText, & PinStar

Optional Music: Pinnacle with Trumpet

A picture of a mountain fades in, clouds pass by, stars form in an arc around the mountain peak, and then the title "Pinnacle" appears. Finally, the foreground and background fade away.

Note that PinText is above PinStar, and PinStar is above PinCloud in the Scene Script. By ordering the objects in this way you can control which objects move in front of others when the video is played. Note also that there are fifteen tracks named PinStar. This shows how you can take one object and use it on a number of tracks to achieve the effect of many objects.

Liberty Pictures

Picture Required: Liberty

Objects Required: LibText, & LibTorch

Optional Music: Liberty with Trumpet

A lady with a flickering torch appears, the title "Liberty Pictures" moves into place, and then the background and foreground fade out.

The flickering torch is a six cel object that was drawn with **DeluxePaint** and then made into an animated object using the Framer (see your **DeluxeVideo** manual). It is animated with an "AnimCycle" effect which causes the torch to cycle through each cel as fast as possible. Alternatively, we could have used an "AnimSeqn" effect with a sequence "abcdef" and a large repeat count.

The "Liberty Pictures" title was hand drawn with **DeluxePaint** and then saved as a brush; it is not from a font.

Amazing Videos

Picture Required: Amazing

Objects Required: AmazText

Optional Music: Amazing with Trumpet, PipeOrgan, & DrumKit

The letters move into position from different directions to form the word Amazing, after which the more detailed Amazing Videos picture fades in behind it.

Each letter of A-M-A-Z-I-N-G is a different cel of an animated object named AmazText. You can use this trick to combine multiple objects, saving you the trouble of loading multiple parts. It's a good trick to use when the objects are nearly the same size and the total area of the objects is less than one full screen.

The letters were made by first drawing the Amazing picture in **DeluxePaint**, then individually cutting out the faces of the words and arranging them in an array saved as a picture, and finally by using Framer to turn them into an animated object.

Because all the letters are the same object, you can't tell which track is "A" and which is "M" etc. by looking at the tracks names. You have to look at the initial AnimSeqn effect on each track to see which cel is being displayed (i.e., cels "abcdefg" for the letters "AMAZING").

Twinkle Zone

Picture Required: Twinkle

Optional Music: Twinkle with Organ and Strat-b

This is a very simple scene: the picture just fades in and then fades out. However, the music is significant.

You might want to create some special credits in the same black and white style and play them as a scene following this one while the music theme is still playing.

Amiga Vice

Picture Required: AmigaVice

Optional Music: AmigaVice with Strat-b, ElecBass and DrumKit

This simple scene fades in and then fades out. You can use a genlock to overlay this title in front of some live footage shot from a speeding boat.

You might want to create some special credits in the same colors and style and play them as a scene following this one while the music theme is still playing.

In Color & Stereo

Objects Required: InColor & InStereo

Optional Music: Stereo with ElecBass and DrumKit

This scene parodies the NBC Peacock, and is a good one to start your video with. What better way to show off your Amiga — Hey, NBC's got nothing on you!

The colorful turkey is a four cel animated object named "InColor". An AnimSeqn effect moves him through the four cels as he flexes his muscles. After he finishes flexing, he is stamped into the background where colors 3, 4, and 5 are cycled to give him a little movement and interest.

By stamping the turkey into the background, a new object made up of different colors is free to appear in the foreground. This is a way to get around the seven color foreground limitation that the dual playfield imposes on **DeluxeVideo**.

InStereo is a composite object like the one named AmazText described above. It holds four cels of the animated TV set and earphones, as well as the phrases "In Stereo" and "Where Available". As mentioned before, using a composite object like this reduces the number of parts that need to be loaded.

2. TITLES

Each of these scene generators combines graphics from the data disk with your own words. It makes the task of creating a custom title as simple as typing in the text.

Theater

Picture Required: Theater

Requester:

Theater Requester	
1st line	
2nd line	
3rd line	
Ok	Cancel

The three lines you enter here will appear centered in the marquee of a movie theater. Each line can be up to 18 characters long. If you want to have a longer title, use the Marquee title described below.

Marquee

Picture Required: Marquee

Requester:

Marquee Requester	
1st line	
2nd line	
3rd line	
4th line	
5th line	
6th line	
Ok	Cancel

The six lines you enter here will appear centered in the a large marquee surrounded by flashing colored lights. Each line can be up to 25 characters long.

Flashy Text

Requester:

Flashy Text Requester	
1st line	
2nd line	
Ok	Cancel

You can enter two lines of up to 15 characters each. A yellow box grows to fill the screen and the two lines of black text appear in the center. Then the yellow and black colors alternate to give a flashy effect.

Blimp

Objects Required: Blimp

Requester:

Blimp Requester	
1st line	
2nd line	
3rd line	
4th line	
Ok	Cancel

The ubiquitous GoodStuff blimp floats by with yet another commercial message.

You can enter four lines of up to 19 characters each. The first two lines appear together followed by the last two lines together.

Silent Movie

Picture Required: Border

Requester:

Silent Movie Requester	
1st line	
2nd line	
3rd line	
4th line	
5th line	
6th line	
Ok	Cancel

The text you enter appears centered within an ornate border. It looks like something you might see between scenes in a silent movie. It use the Emerald-20 font, so be sure it is on your Maker disk and on the Player disk you use to play this video. You can enter up to six lines of text 21 characters long.

Fading Text

Requester:

Fading Text Requester	
1st line	
2nd line	
3rd line	
4th line	
5th line	
6th line	
7th line	
8th line	
Ok	Cancel

Lines of text fade in and out in sequence. If you want several lines to appear together, end all but the last with a backslash character. Like this:

"Produced by\
"Cecil B. DeMeal"

This scene uses the Diamond-12 font. Be sure it's on your Maker and Player disks!

3. TV NEWS

Don't like the evening news? Then make your own! These scene generators give you everything you need to create your own mini news program. Write some humorous news stories, get a friend to read them while you're recording with your video camera, and then edit these scenes into your video tape. Move over Dan Rather!

To find the objects for these scene generators, first look under "News (dir)" in the "Objects" drawer of the data disk.

The objects named Baseball, Basketball, Business, Capitol, Football, and Local are 1/4 screen panels designed to appear in the upper right corner of the video screen, over the shoulder of the newscaster. Of course, you can only use them this way if you have a Genlock.

News Intro

Objects Required: Late Nite

Optional Music: News with Trumpet, Hammond, and DrumKit

A simple introduction to the Late Nite News. You should create a "credit" scene to follow it with the name of your newscaster.

Sports Scores

Requester:

Sports Scores Requester	
League	
Team 1a	
Team 1b	
Team 2a	
Team 2b	
Team 3a	
Team 3b	
Ok	Cancel

All seven lines of text you enter here appear on the screen in the Diamond-12 font. Each line can be up to 31 characters long.

The name of the league appears centered and underlined at the top, with the team scores in pairs below. As soon as the screen is fully drawn, a 10 second KeyWait effect takes over so you can end the scene manually by pressing the Spacebar on the newscaster's cue. If you need more than 10 seconds, change the KeyWait effect to a longer duration.

Be sure to put a comma between the team name and score, so the scores will appear right justified on the screen. Like this:

"San Francisco,33"
"Los Angeles,7"

Current Weather
Requester:

Current Weather Requester	
Title	CURRENT WEATHER
Temp	
Rel-Hum	%
Press	
Winds	
Visibil	MI
Rain	0.00"
Ok Cancel	

This is the all too familiar local weather conditions graphic. Enter the pressure as inches of Mercury (29.99), and the winds as direction and speed (S-15). The font used is Diamond-12.

As in the Sports Scores scene, a 10 second KeyWait effect takes over so you can end the scene manually by pressing the **Spacebar** on the newscaster's cue.

Extended Foecast

Objects Required: Weather

Requester:

Extended Forecast Requester	
Title	EXTENDED FORECAST
1st day	
2nd day	
3rd day	
4th day	
Ok	Cancel

For each of the four days in the forecast, enter the day of the week, a character code for the weather type, and finish with the temperature range. Like this:

"FRIDAY,f,80-90"

"SATURDAY,p,70-80"

"SUNDAY,r,70-75"

"MONDAY,l,65-75"

Here are the character codes:

f - fair
p - partly cloudy
c - cloudy
r - rain
l - lightning
s - snow
t - tornado!!

The clouds, sun, etc. are different cels of the composite object named "Weather". You can draw a weather map of your local area and create your own scene with these weather symbols on your map.

4. WIPES

The Wipe scene generators use a special technique for gradually revealing a background picture. The trick is to create a foreground that obscures the background picture and then to erase the foreground gradually by using a moving wiper with foreground strobe turned on. Each of these scene generators provides the wiping action, but you need to modify the scenes so they will wipe in the picture you want.

After generating the scene, edit it and put in a Picture Track for the picture you want to load in. Then place a Load effect with the Cut option at time 0:30 in the scene. When the Load effect is played, the picture is loaded and cut into the background, but you won't be able to see it until the wipers start moving.

Flames

Objects Required: Flames

After generating this scene, be sure to add a Picture track as described above.

Two special polygon masks appear in the foreground at time 0:00. Each one covers half of the screen. They are solid rectangles in color 1 - this is why the technique described below sets foreground color 1 to match background color 0 of the picture you are wiping in.

A special polygon wiper as wide as the screen appears at time 0:00 just below the screen, poised to move up in synchrony with the flames. The wiper is color 0, which is transparent.

Also at time 0:00, the flames are fetched from disk. Two tracks are made from this animated object. Each one is half the screen width.

At time 0:30, your picture is loaded and cut into the foreground, but you won't see it because the foreground masks obscure it.

At time 0:36, foreground strobe is turned on and then shortly thereafter, the two masks disappear. When Strobe is on, the foreground is not page flipped.

At time 1:15 the flames and the wiper begin to move up the screen, with the flames on top of the wiper. Because strobe is on, the flames and wiper are drawn repeatedly into the foreground. But because the wiper is color 0, drawing it has the effect of erasing a region of the foreground just under the bottom edge of the Flames, thereby revealing your picture.

Spiral, Random, and Zigzag

These three wipes are the same except for the wiping pattern. They use the same technique as Flames and as with the Flames wipe, you need to add your own picture track. The wiper used is a small rectangle. Rather than moving around the screen, it appears in fifty different locations in rapid succession. The order of the locations determines the pattern of the wipe.

If you are feeling adventurous, you might want to generate one of these scenes and then modify the wiper and its pattern. Try using one of the PolyText control characters, and rotate and move it around the screen.

Another trick is to not Disappear the masks and to not turn on foreground strobe. Then as your wiper moves around, you have the effect of looking through a moving window at a picture underneath.

ADVANCED TECHNIQUES

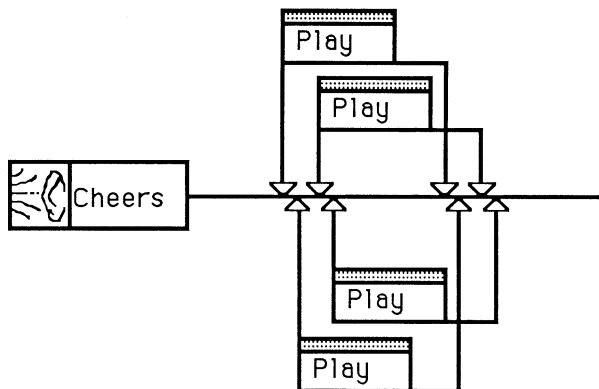
As a further refinement to any of these wipes, set color 0 of the Colors effect on the Background track to match color 0 of the picture you will load in. This eliminates a color change in the overscan area when the picture is cut into the background. Here's how to set color 0 to match:

- 1) Put a Picture track in the scene as described above.
- 2) Select the track and select Show from the Edit menu, to load it into the Video Screen.
- 3) Double click the Colors effect on the Background track.
- 4) At this point you should see an all black set of background colors. This is because the colors effect is setting all the colors to black.
- 5) Click on the "GETBG" gadget, to set the colors effect to match the colors of your picture which is in the background. Then click on the "0" gadget to see what values of red, green, and blue Color 0 is made of. You can determine the values by clicking to the left of the sliders and counting how many click it takes to move them all the way left.
- 6) Click CANCEL because you don't want all the colors to match your picture. Then double click the Colors effect again. This time change Color 0 to match the values you recorded in step 5.
- 7) Now Color 0 should match Color 0 of your picture and all other colors should be black. Click OK.
- 8) Double click the Foreground colors effect and set Color 1 to match the values you recorded in step 5. Then click OK. You are setting Color 1, so the foreground masks will be the same as the overscan color of your picture.

SOUNDS

The PPK disk contains three audience sounds: Applause, Cheers, and Laughs. Although the sounds are short (to conserve memory), you can extend them by extending the duration of the Play effect and then using multiple overlapping Play effects to give the sound depth and variety. For example, here's how you might extend the Cheers sound to seven seconds instead of its normal 1:59 seconds:

Put a play effect set to the left stereo channel on the Cheers track and extend its duration to 6:00. Extending the duration to 6:00 causes the sound to play three times (since 1:59 goes into 6:00 three times). Copy the play effect and drag the copy's On Arrow to 0:30 so that it overlaps with the first one. Now put another play effect set to the right stereo channel with its duration extended to 6:00 and set it to start 1/4 second after the first one (0:15). Make a copy of the this one too, and set the copy to start 3/4 of a second after the first. The effects should look something like this:



To make it play even longer, you can add more Play effects. And to eliminate any repetition, you can vary the playback rates and durations. You can add as many Play effects as you would like, but remember that the Amiga hardware has only four voices and so can only play two on the left and two on the right at any one time.

The graphics on this disk were created with **DeluxePaint** and the music was created with **InstantMusic**.

CREDITS

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Manual: Mike Posehn

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